or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device;

controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on the front side of the entertainment automat; substituting a symbol by another randomly determined symbol; renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached; and accumulating the obtained winning in a credit balance counter.

entertainment automat comprising

inserting payment into an automatic entertainment automat; activating a game time after receiving the payment by the automatic entertainment machine;

randomly drawing all cards;

determining if a game time has ended;

[displayinfg] displaying the winning values in case the game

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